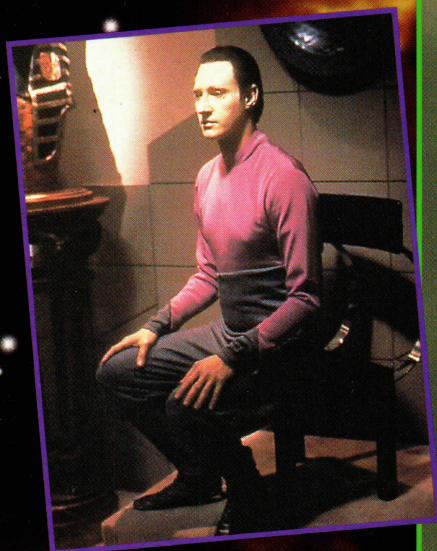




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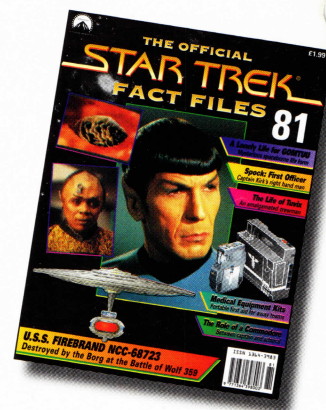
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COORDINATING EDITORS, LOS ANGELES:

Amanda Morris Conti, Michael M. Conti

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The Guide to the STAR TREK Galaxy

FILE 13

CARD 10



CARDASSIA & THE DOMINION

Joining the **Dominion** offers the **Cardassians** the chance to regain an important political position in the **Alpha Quadrant**. But Dominion membership is not quite what they expected.

In 2373, the **Cardassian Union** becomes the **Dominion's** first member in the **Alpha Quadrant**. Since then, the Dominion has established a massive military presence in Cardassian space and has waged a devastating war on the **Federation** and the **Klingon Empire**.

Before Cardassia joins the Dominion, it is in serious difficulty. The Cardassians are losing an undeclared war with the **Klingons**, who regularly make raids inside their space, and the Cardassian economy is in ruins; the once powerful Union is forced to accept aid from the Federation. The **Maquis** are winning their battle for control of the **Demilitarized Zone**. In the

face of these problems, the Cardassian leaders adopt a defeatist attitude and attempt to negotiate peace with the Klingons.

In the midst of these difficulties, **Gul Dukat**, a former military advisor to the **Detapa Council**, makes contact with the Dominion and begins to negotiate Cardassia's membership.

This is exactly the kind of development that the Dominion is hoping for. Its policy is to divide and conquer, and in the previous two years it has attempted to destabilize the political situation in the Alpha Quadrant in the hope that one of the major powers will feel weak enough to request their assistance. The Dominion willingly accepts Cardassia

as its latest member and installs Dukat as Cardassia's absolute leader. It then rapidly assembles a fleet of **Jem'Hadar** ships, which flies through the **Bajoran wormhole** and establishes a base in Cardassian space.

Weyoun, a senior **Vorta**, is sent to 'liaise' with Dukat.

New leader

As soon as Dukat arrives on Cardassia, he makes a speech to the Cardassian people promising that, as members of the Dominion they will dominate the Alpha Quadrant.: "You might ask, 'Should we fear joining the Dominion?' And I answer you – not in the least. We should embrace the opportunity. The Dominion recognizes us for what we are, the true



▶ **Dukat likes to think that he has an equal seat at the ruling table with Weyoun and the Founders, but he is little more than a Dominion puppet.**

▶ **The combined Cardassian and Dominion fleet wreaks havoc on their enemies.**



leaders of the Alpha Quadrant. And now that we are joined together, equal partners in all endeavors, the only people who have anything to fear are our enemies."

Dukat further promises to make Cardassia whole again and to rid them of every Maquis colony left

within their borders; with the aid of the Jem'Hadar warships, this promise is made real within days and the Maquis are eliminated.

The Dominion also attacks the Klingons; the

FROM STRENGTH TO WEAKNESS

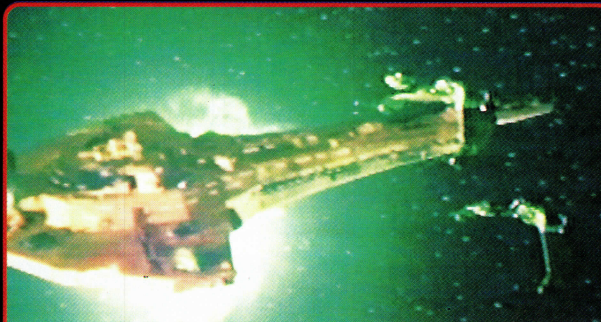
Cardassia in trouble

In the early 24th century, the Cardassian Union was an influential political power that even dared to go to war with the Federation. However, in the 2360's their situation deteriorates. In 2369, the Cardassians are forced to abandon Bajor; in the following years, the Cardassian underground grows stronger, and in 2371 the Dominion smashes the Obsidian Order. This leaves Cardassia in a seriously weakened state and the civilian population overthrows the military government. In the chaos, the Klingons attack and are only held back by the Federation.



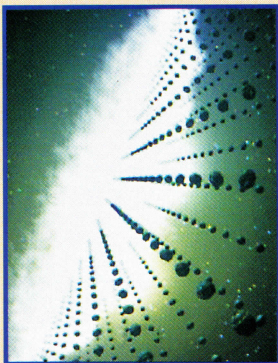
▶ **The Cardassians once controlled Bajor. Many of their people resent the withdrawal in 2367, and dream of returning.**

◀ **In 2371, the Cardassian Obsidian Order is crippled during a disastrous assault on the Founders' homeworld.**



◀ **When the Cardassians overthrow their military government, the Klingons assume that the Founders must be involved and invade Cardassian space to 'protect' the rest of the Alpha Quadrant. The Cardassians suffer heavy losses.**

▼ **The Cardassians destroy the minefield in front of the Bajoran wormhole, but the wormhole aliens – the Prophets – stop any Dominion ships coming through.**



Leaders

The Founders are the real leaders of the Dominion, but they send the Vorta to liaise with the Cardassians. Weyoun deals with Dukat and then Damar.



▲ **Weyoun is the senior Vorta in the Alpha Quadrant. He insists that Cardassia has its own leadership, but in reality power is in his hands.**



▲ **Gul Dukat negotiates Cardassia's entry into the Dominion and becomes the Cardassian leader.**



▲ **Weyoun makes Damar the new Cardassian leader. Damar dislikes the Vorta but is forced to obey Weyoun's orders.**



The Guide to the STAR TREK Galaxy

FILE 13 CARD 10

CARDASSIA & THE DOMINION



savage Jem'Hadar attacks force this warrior race into retreat. The Klingons abandon the disputed planets they had seized during their invasion. Many of the Cardassian people appear to be delighted by what they see as a dramatic improvement in their circumstances.

Cardassian space is particularly valuable to the Dominion because it is near the Bajoran wormhole. In the following months, the Dominion continues to send Jem'Hadar troops through the wormhole, and they are able to make the relatively short journey to Cardassian space without any serious risks. When the Federation mines the wormhole, preventing any ships from passing through, the Dominion responds by capturing *Deep Space Nine*. They rename the station *Terok Nor*.

Different needs

The Cardassians are a proud people, and re-establishing their borders has great psychological significance for them. However, it is becoming increasingly clear that Cardassia and the Dominion have differing agendas. Immediately before the attack on *Deep Space Nine*, the Dominion signs a non-aggression pact with *Bajor*. The Cardassians assume that now they have the opportunity to retake Bajor, the agreement will be ignored, but Weyoun insists that the Dominion honors its treaties, and during the

occupation of *Deep Space Nine* he even sends Dominion facilitators down to the planet to help the Bajorans.

Whereas the Vorta and the Jem'Hadar regard the Founders as gods, the Cardassians only joined the Dominion for strategic reasons and do not have the same respect for their leaders. In fact, Dukat often seems to forget that Cardassia is actually a member of the Dominion and not an equal partner in an alliance.

Despite Dukat's sense of his own importance, it is increasingly clear to those near the seat of power that he is little more than a figurehead and Weyoun has the final word about every decision. Dukat and his aide, **Damar**, obviously hope that a time will come when they can turn on the Dominion and make themselves absolute masters of the Alpha Quadrant, but such plans seem to have little chance of success.

When the Federation retakes *Deep Space Nine*, and Dukat's daughter, **Tora Ziyal**, is killed, Dukat suffers a breakdown. The Dominion chooses Damar as his successor, and it is even more obvious that he is little more than Weyoun's puppet.

The wormhole aliens prevent any more Dominion reinforcements from coming through, but the Dominion starts to breed new Jem'Hadar in the Alpha Quadrant, and it seems increasingly unlikely

▼ **There is little love between the Cardassians and the Jem'Hadar; the two groups have been known to fight one another instead of the enemy. Brawls regularly break out in Quark's bar.**



that the Cardassians will ever be able to defeat them.

Some Cardassians, who were in the underground before the collapse of the **Obsidian Order** and the military government, attempt to establish a government in exile, but their efforts are hampered when their most significant leader, **Tekeny Ghemor**, dies from **Yarim Fel syndrome**.

No resistance

It appears that there is no significant opposition on Cardassia itself. Even former Obsidian Order members, many of whom hate the Dominion, are unable to operate, and when **Garak's** former colleagues attempt to help him they are killed within days. At least one high-ranking Cardassian, **Lasaran**, does manage to betray the Dominion and

GALAXY FACTS



While based on Cardassia, the Dominion signs non-aggression pacts with Bajor and the Tholians.



When the Dominion's supply of ketracel white runs low, Damar advises the Vorta to poison the Jem'Hadar.

◀ **With the Jem'Hadar's help, the Cardassians almost completely eliminate the Maquis, who had been gaining ground.**

▶ **Many had hoped Tekeny Ghemor would lead a government in exile, but he dies of Yarim Fel syndrome on DEEP SPACE NINE.**





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16 CARD 2



THE
DOMINION

THE FOUNDERS

The **Founders** of the **Domination** can adopt any shape. They can mimic the form of another species so accurately that even members of that race will not be able to recognize them.

The **Founders** of the **Domination**, also known as Changelings or shapeshifters, are the one of the most mysterious, sinister, and intelligent races in the Galaxy. They are unusual among the sentient species known to **Starfleet** in that their natural state is liquid, a viscous, golden-brown, gelatinous goo, with no obvious cell differentiation, limbs, or organs. On their homeworld in the **Delta Quadrant**, they exist communally as a vast, organic lake known as the **Great Link**, comprising unknown numbers of their race.

The Founders' defining characteristic is their remarkable ability to change shape and adopt any form; most can do this so precisely that they can replace individuals of any

race without even that person's family and closest friends being aware of the switch.

Although it appears that there are individual Changelings, this does not seem to be the same kind of individuality we know. They do not take names, as they see no need to differentiate themselves from one another, and it is unlikely that they have true genders; any Changeling can morph into a male or female form, and any indication of gender within this is due to the characteristics of the form they adopt.

Life cycle

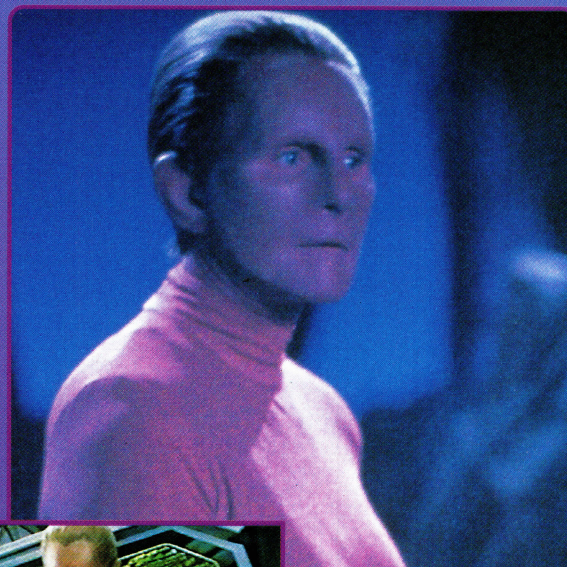
Changelings are extremely long-lived and do produce infants, but exactly how this is achieved is unknown. Infant Changelings are simply smaller samples of the

▶ Leader

Little is known of the social structure of the Founders, but they appear to have a single leader who is their chief negotiator.

▼ Not just organic

The shapeshifting abilities of the Founders can mimic inorganic objects as well as life forms.



When a Changeling dies, it first reverts to its gelatinous form. This then becomes darker and less viscous, and eventually crumbles to dry, black ashes. All Changelings must return to their natural state every 16 hours; if, for any reason, they cannot, they suffer great pain and will eventually die.

The Changelings have not always had the ability to shapeshift. Once, they were limited to one form,

gelatinous liquid that increase in size over time. At first, the infant does not have the ability, nor any innate desire, to change

shape; with encouragement, this develops over time and the Changeling becomes more practiced as it grows older.

AMAZING ABILITIES

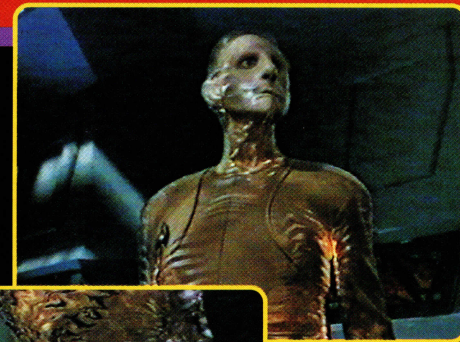
Versatile form

As well as the obvious advantages of impersonating objects and people, the shapeshifting abilities of the Founders also provide them with incredible ease of movement. Their ability to revert to liquid form allows them to pass through very small spaces, such as the holes in a metal grate; they can then reassemble on the other side. In addition, a Changeling who takes on the form of a bird can fly, and one who adopts the form of a fish is able to swim underwater. Transformations mimic the form adopted in every way; the Changeling is not limited to any one environment. Their 'clothes' are usually formed from their bodies, allowing them to segue from one shape to another without hindrance.



▲ *In their liquid form, shapeshifters can pass through metal grates and then reassemble their bodies on the other side.*

▶ *As the shapeshifter takes on its chosen form, a new shape emerges out of its liquid, natural state. At this stage, it still appears gelatinous.*



▲ *Once the basic shape is formed, the Changeling solidifies, adding details such as clothing, skin, and even hair to its form. Odo's uniform is part of his 'body'.*



▼ Ashes to ashes

As it dies, a Changeling's gelatinous form turns darker and more viscous. Within seconds of death it has disintegrated into a pile of black ashes. The Vorta often collect a sample of these ashes.



THE
DOMINION

The Guide to the STAR TREK Galaxy

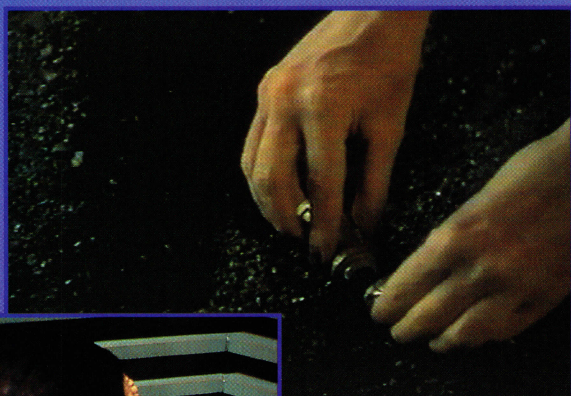
FILE 16

CARD 2

THE FOUNDERS



THE
DOMINION



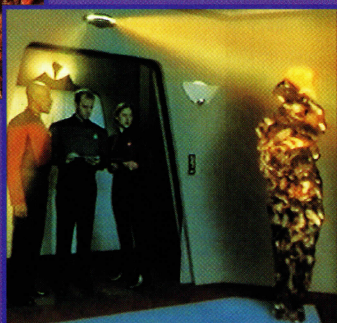
◀ Rest prevented

Changelings have to revert to their natural form at least every 16 hours; an extremely effective way to torture a Changeling is to prevent it from doing so. When the Changeling is locked into a solid form, its 'skin' cracks and begins to break up, and it suffers great pain.



▶ Return to form

Starfleet has developed a number of devices that will force a Changeling to revert to its natural form, thus revealing its presence.



but they evolved. Now, although the Changelings mostly prefer their liquid state, they do occasionally find it interesting to exist in a different form, and believe that spending time in other shapes helps them to understand the world around them. This philosophy is summed up in their saying, "to become a thing is to know a thing."

Practice makes perfect

Changelings are taught how to shapeshift from infancy. Their homeworld, for example, contains an arboretum where they can try out new shapes. Over time, through trial and error, they gain the ability to 'become' the objects they shapeshift into, truly understanding what it is to be a bird, a plant, or a rock. They can shapeshift into virtually anything or anyone. They can change their mass and density and can even form technical objects or clouds. They also appear to take some pleasure in sculpting objects; there are, on their homeworld and elsewhere, many fine examples of their art.

The Founders do not

seem to have anything comparable to the societies or social structures observed in most humanoid races. Most of the Federation's dealings with them have been conducted with a single individual, who adopts a female, humanoid form, and appears to be a leader or spokesperson of the race, but her exact role, and even whether or not this is even the same Changeling each time, is uncertain.

They do have some moral structures, however, for example, the rule that no Changeling must kill another. In most cases, this rule is strictly adhered to; when Odo breaks it, he is locked into solid humanoid form as a punishment.

Danger and detection

The very success of the Dominion and its expansionist policies seems to indicate an impressive and extremely coherent level of organization, although how this is achieved is again uncertain.

Once a Changeling has shapeshifted, even a tricorder can't tell the difference between it and

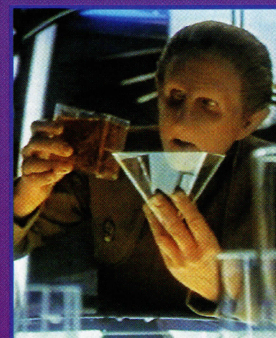
GALAXY FACTS

▶ Changelings seem to be able to defeat the blood screening test by holding small amounts of human blood inside their bodies and expelling this when they are screened.

▶ Odo's imperfect human form is due to his lack of training during his formative years. More practiced Changelings would have no trouble mimicking perfect Bajoran features.

the real item; scans of a morphed Founder merely read as the object or person being modeled would normally read. If any part of a shapeshifter is removed from its body, for example if 'blood' is taken from it, the removed sample quickly returns to its gelatinous state; this has so far proven to be the most reliable test.

The Founders' abilities are remarkable, but they are not invulnerable. A Founder hit by a powerful weapon beam explodes and dies; lower settings on a phaser will make them feel uncomfortable and a phaser on a setting of 3.5 will force a Changeling into its gelatinous state. Other devices are capable of forcing a shapeshifter to revert to its natural state or can prevent it from doing so; either can be equally devastating. The most difficult thing, however, is detecting the Changeling in the first place.



▶ Careful training

Infant Changelings do not automatically shapeshift; they have to be encouraged to do so.

DEEPER UNDERSTANDING

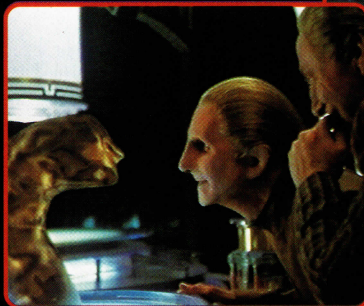
A sense of knowing

The Founders believe that just adopting a shape is not enough; the shapeshifter should truly understand the form they are adopting. An arboretum on their homeworld allows them to experience what it is actually like to be a rock, or a plant; they will adopt the form and then hold it for hours, simply 'being' the object they have morphed into while surrounded by real rocks and plants. This idea fascinates Odo when he visits his people's homeworld for the first time.



▼ Ability to mimic

Before infant Changelings can communicate well enough to understand their shapeshifting abilities, they mimic the shapes around them.



▶ Love of shape

Changelings love artistic sculpture. Odo keeps one in his quarters and often morphs around it, which helps him to understand the essence of its form.



▲ Perfect form

Odo's meeting with the Founders on Stardate 47212 is the first time he has learned the philosophy behind their shapeshifting. He is fascinated by the arboretum.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 95



OTHER GROUPS
AND RACES

THE IYAARANS

The Iyaarans are an inquisitive people who want to learn all they can about the emotional responses of other species. Unfortunately, their abrupt and sometimes obsessive methods have been known to offend the races they are studying.

The Iyaarans are an advanced alien race who choose to remain separate from the **United Federation of Planets** until 2370. They undertake their first cultural exchange after their interest is piqued by the discovery of a log kept by the sole survivor of a crashed **Terellian freighter**.

The Iyaarans are generally humanoid in appearance, but their biology and physiology is entirely different from that of humans. Their most noticeable physical characteristic is their forehead; two parallel ridges sit one on each side of a row of raised bumps.

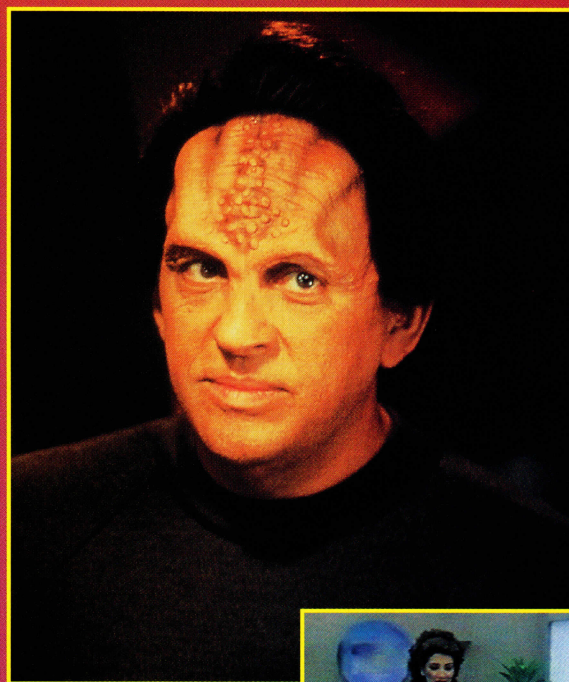
Their life cycle is very different to that of most races; Iyaarans emerge fully grown from a **natal pod** via a process of postcellular compounding, and are fascinated by the children of other races. As they lack emotional complexity, the emotions of others is another area that holds particular interest.

Pursuit of knowledge

The Iyaarans' primary endeavor is to learn about other species; they are developing an encyclopedic understanding of other races. They are very intense in their pursuits, and do not consider it wrong to lie or misrepresent themselves

during the course of their educational studies. This can sometimes cause problems.

Curious and extremely hungry for knowledge, the Iyaarans learn by traditional scholarship, such as reading primary material on a species. They then fill in the gaps in their knowledge by staging a 'learning situation'; this involves studying situations in which targeted emotions and behavioral phenomena have been stimulated, often unknown to the subject of the experiment. For example, they will study the emotion of anger by antagonizing a member of another race. Their success in such pursuits is



▲ *The Iyaarans have ridged foreheads, but are a basically humanoid race. Until the 2370's they have little to do with the United Federation of Planets, but they open diplomatic negotiations after the captain's log from a crashed shuttle piques their interest.*



▲ *The Iyaarans are fascinated by the young son of a U.S.S. ENTERPRISE crew member. Their own life cycle has no period of childhood; they emerge from natal pods as fully grown adults.*

A CURIOUS RACE

Cultural knowledge

The Iyaarans send three ambassadors to the **U.S.S. Enterprise NCC-1701-D** in 2370; this marks the race's first diplomatic contact with the **United Federation of Planets**. One of the ambassadors, **Voval**, is to escort **Captain Picard** back to the Iyaaran homeworld for a diplomatic conference with the planet's head of state. Meanwhile, the other two, **Loquel** and **Byleth**, will remain on the *Enterprise* to study the crew.



◀ *In 2370, three Iyaaran ambassadors travel to the ENTERPRISE in a small shuttle piloted by Ambassador Voval. Captain Picard is to be the Federation's representative at diplomatic talks that will take place on the Iyaaran homeworld.*

Planet Iyaaran Homeworld

Quadrant Alpha

Class M

Alignment Non-aligned

Social structure

The Iyaarans are most interested in the pursuit of knowledge. They want to learn all they can about other races and planets.

Level of technology

The Iyaarans are an advanced race. They have developed space travel and are at least on a technological level with the Federation.

Moral development

The Iyaarans believe that any behavior is acceptable in the pursuit of knowledge.

Starship Log

STAR TREK: THE NEXT GENERATION
'Liaisons'

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OTHER STARSHIPS.....File 40

STAR TREK: THE
NEXT GENERATIONFile 69

GALAXY FACTS

- ▶ The Iyaarans are a physically strong race; when Byleth provokes Worf into violence, he is able to hold his own against the Klingon in hand-to-hand combat.
- ▶ The Iyaaran homeworld is noted for its spectacular crystal formations.
- ▶ The Iyaaran diet is considered bland by races who eat for pleasure as well as sustenance.

helped by their ability to morph into another form, thus preventing the subject from even realizing that he or she is interacting with an Iyaaran.

During such an experiment, the Iyaaran so embodies the emotion he is studying that it seems to be his only characteristic. For the course of the experiment, the Iyaaran becomes single-minded; an Iyaaran studying antagonism will be continually antagonistic, even in situations where such behavior is entirely inappropriate.

Extreme measures

As the Iyaarans do not feel it necessary to agree on the ground rules or boundaries of their experiment with the parties they are studying, their methods often seem manipulative, rude, and even deceptive to other cultures. To the Iyaarans, however, it is merely a manner of obtaining information. They have no subtle diplomatic or cross-cultural skills, and do not value relationships with other cultures enough to care much about developing any. All that matters is the success of the experience.

Despite their brusqueness, and the unfamiliarity of their methods, the Iyaarans are neither dangerous nor power-hungry. Their deceptions need not be feared; they are not motivated by malice. They

never lie out of personal ambition, greed, or narcissism, only in the service of their learning. They do not even consider their actions to be dishonest.

Study in progress

To understand human pleasure, antagonism, and love, the Iyaarans send three ambassadors to the *U.S.S. Enterprise NCC-1701-D* and assign one to pursue each of these experiences. **Ambassador Loquel** focuses on the pleasure of eating, which is completely mysterious to him, since Iyaarans subsist on tasteless bioenzymatic supplements. He becomes so obsessed with chocolate that he almost manages to get his host **Deanna Troi** sick of desserts, despite her legendary taste for sweets.

There is no subtlety or nuance in Iyaarans' behavior. They have no interest in or understanding of moderate, restrained action. **Ambassador Byleth**, who is studying antagonism and hostility, is blatantly insulting, rude, intolerant, and obnoxious. His demands try the patience of all who come in contact with him.

The ambassador is finally satisfied when he incites **Worf** to violence. Once the **Klingon** attacks him and they engage in a physical confrontation, Byleth's experiment is complete, and he excuses himself to write up his notes.

The actions of **Ambassador Voval**, who is studying intimacy, are even more extreme. Voval masterminds a crash of the space pod in which **Captain Picard** is a passenger, and then morphs into a beautiful woman, impersonating the human survivor with whose journal the Iyaarans are familiar. In this experiment, the Iyaaran is extremely

manipulative, using every conceivable method of evoking Picard's sympathy in an all-out effort to make him fall in love.

But the experiment fails; the Iyaarans do not understand the subtleties of human love. Based on the one instance they have read about, they mistakenly think that sympathy and rescuing someone always creates love.

However, the Iyaarans

are perceptive enough to sense that their methods are unfamiliar to their subjects. Voval notices the shock that Picard expresses when he discovers he has been held captive, lied to, and emotionally manipulated.

A lot to learn

Voval asks if what he has done is wrong. Picard explains that in his culture, what has happened would

be considered a crime, but the Iyaaran has no understanding of criminality.

The Iyaarans are non-violent and can be kind, but are not motivated by any deep emotions and appear rather cold. Despite their dedication to learning, their behavior is unacceptable to other races, and they have a long way to go before they will fully understand the complexities of human emotions.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 95

THE IYAARANS



OTHER GROUPS AND RACES

▶ Byleth considers his study on antagonism to be complete when his obnoxious behavior provokes Worf into attacking him.



▶ The Iyaarans are interested in the concept of eating just for pleasure. During the course of his studies, Ambassador Loquel becomes obsessed with chocolate.

▶ Voval morphs into a beautiful woman in an attempt to make Picard fall in love with him. The Iyaarans do not understand that love is a much more complex emotion.



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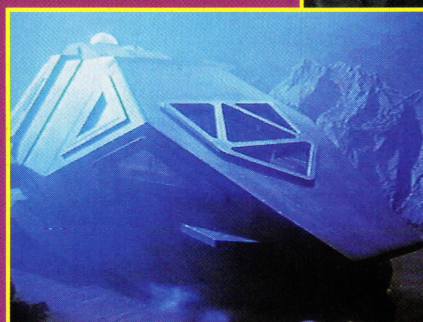
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▶ During a game of poker with the senior officers, Byleth is rude and obnoxious; he even cheats, stealing Worf's chips. The Iyaarans do not care that their behavior is unacceptable



▶ Ambassador Voval engineers a crashlanding while he is taking Captain Picard back to the Iyaaran homeworld. He then morphs into a human woman who claims that 'she' is the survivor of another crash and has been stranded for seven years.

The Jovis: Fajo's Den

The *Jovis* features a special room called the Den, in which the owner, Kivas Fajo, houses his priceless collection.

The *Jovis* starship used by Zibalian trader Kivas Fajo contains a very special room. This is the Den, used to house Fajo's impressive, though highly illegal, collection of rare art and objects; almost every item is unique. Ranging from priceless works of ancient art to living animals, the collection appeals to many different tastes.

Fajo has paid particular attention to the layout of the room, as he frequently uses it to show off his collection to fellow traders. Soft wall lighting is used to good effect, causing as little glare and diversion from the collection as possible. The floorplan is roughly circular, with a large red couch in the middle where the viewer can sit among the objects and admire them.

Protecting the contents

The Den features high technology security. Measures are taken against theft, and also to prevent the exhibits themselves from leaving, such as Starfleet officer Lieutenant Commander Data, who is stolen by Fajo and installed in the Den; at the time, he is the only sentient android known to exist. Although Data is much stronger than the average humanoid, it would take at least 10 androids just like him to be able to pry open the only entrance/exit; the reinforced door is keyed to respond only to certain DNA codes and galvanic skin responses, stopping any unauthorized entry into the room. Fajo has also incorporated a forcefield for his personal protection.

Rare and dangerous

Dotted around the perimeter of the Den are the priceless works of a lifetime's collecting. Fajo is especially keen on vases, and the collection includes examples from various planets. Work of art, an animal from a species thought to be extinct, weapons, and a rare baseball card also feature. Although not part of the Den's exhibit, the room also has a replicator.

Although Fajo possesses great works of beauty, such as Leonardo Da Vinci's 'Mona Lisa', he has also managed to procure four of the five Varon-T disruptors ever manufactured, and keeps one in a recessed wall safe behind one his works of art. This prototype of the Varon-T, a weapon so dangerous it is banned within the Federation, is just another security measure taken by Fajo. But even this level of security cannot stop a determined android; Fajo is finally captured and detained. The ultimate fate of his collection is unknown, but it is almost certain that it will be broken up and the objects returned to their rightful owners, or public collections.



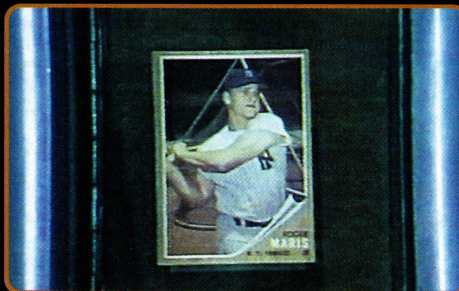
Fajo's Den aboard the JOVIS is used to store his collection of priceless and rare items, ranging from weapons to art.

FAJO'S CURIOUS COLLECTION

Unfair trade

Kivas Fajo is a Zibalian trader and member of the Stacius Trade Guild. He values his collection of priceless, ancient, rare, or unique items above life itself – as long as it is someone else's life. He has no scruples when trying to obtain a rare work of art, a deadly object or an endangered animal. For instance, he is quite happy to keep the sole living lapling in his private collection rather

than donate it to science. For Fajo, if it isn't nearly extinct or a one of a kind, then it holds little or no value. His tastes range from dangerous weapons like the Varon-T disruptor to priceless works of art such as 'Starry Night' by the legendary Vincent Van Gogh. His greed gets the best of him when he tries to obtain the android Data from Starfleet.



Fajo's collection includes a 1962 Roger Maris baseball trading card, the only one known to exist. Fajo has even replicated the original bubblegum smell.



The lapling is a harmless animal that was believed to be totally extinct. Fajo somehow obtains the only one of these timid creatures.



Data is stolen by Fajo from a U.S.S. ENTERPRISE shuttle. As the only known android of his type at this time, he makes a welcome addition to the Zibalian trader's priceless collection.



Fajo's original painting by Salvador Dali is one of the most famous images created by the 20th century Spanish surrealist.

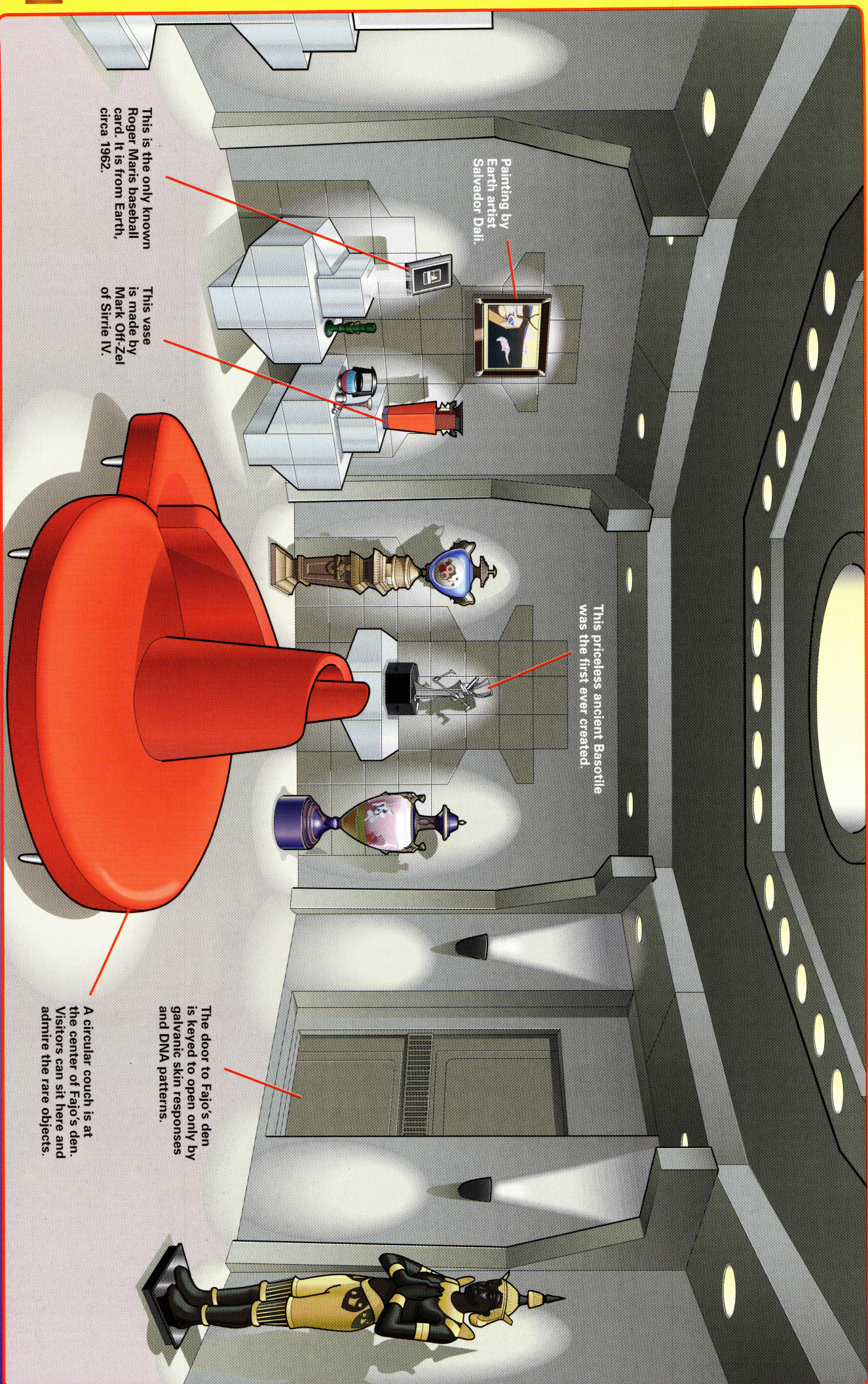


Vases from various eras are an integral part of Fajo's collection. He regards these with particular respect and collects them from all over the Galaxy.



Finding himself captive on the JOVIS, Data is constantly looking for ways to defy Fajo's desire to see him as just another object in his collection.

The Jovis: Fajo's Den



Painting by Earth artist Salvador Dali.

This is the only known Roger Maris baseball card. It is from Earth, circa 1962.

This vase is made by Mark Off-Zel of Sirrie IV.

This priceless ancient Basottle was the first ever created.

The door to Fajo's den is keyed to open only by galvanic skin responses and DNA patterns.

A circular couch is at the center of Fajo's den. Visitors can sit here and admire the rare objects.

Worf on the ROTARRAN

When Worf accepts General Martok's offer to join him aboard the *I.K.S. Rotarran*, he is looking forward to a glorious adventure. Instead, he finds a demoralized crew that no longer believe in their ability to defeat the Dominion.

In 2373, Worf accepts General Martok's offer to join him as first officer on the *I.K.S. Rotarran*, a Klingon-Bird-of-Prey.

Following his escape from a Jem'Hadar prison, General Martok has been given command of the ship, and is handed the mission of searching for a lost Klingon Battle Cruiser called the *B'Moth*, which may have been destroyed by a Jem'Hadar warship.

Worf decides to join Martok as his first officer on this "glorious adventure" not only because to serve with him is a great honor, but because while in the Jem'Hadar prison he and Martok shared a moment of *Tova'dok*, a moment when the eyes of two

warriors in the field lock and each has a perfect understanding of what is in the mind of the other.

When Worf officially takes his place as first officer, he is joined by Jadzia Dax, who comes aboard as the ship's science officer.

Mission under way

On boarding the ship, Worf speaks the traditional pledge of allegiance to his captain and crew – "I am Worf, son of Mogh. I now take my place as first officer. I serve the captain but I stand for the crew." He then asks for the battle record of the ship, which in the case of the *Rotarran* is not good; the ship has suffered a number of defeats and the crew are

demoralized. Even worse, they no longer believe in their ability to win any subsequent encounters.

As the ship gets under way on its mission to find the lost Klingon Battle Cruiser, Worf attempts to lead the crew in singing the traditional warrior's anthem, but they have little

enthusiasm for Worf, the mission, or the song. Morale is extremely low. Many members of the crew believe the *Rotarran* is cursed; they have lost many battles, and they expect to lose more. As a result, they seem happier to avoid confrontations than risk losing yet another fight.

Worf does not agree with Martok's decisions to avoid confrontation after

confrontation with the Cardassians, but he continues to support the general until it is almost too late, and the crew grows restless.

When the *Rotarran* finds the damaged *B'Moth*, Martok refuses to attempt a rescue because the ship has drifted into Cardassian space. Worf realizes that he must challenge Martok over this cowardly act or

PROFILE ON A WARRIOR

NAME: Worf

POSITION: First officer of the *I.K.S. Rotarran*, serving under General Martok.

YEAR: 2373

EVENT: Worf accepts General Martok's offer to join him aboard the *I.K.S. Rotarran*.

YEAR: 2373-74

EVENT: Worf stays with Martok's crew during the war with the Dominion, and helps to retake *Deep Space Nine*.

FIRST SEEN [ON THE ROTARRAN]: "Soldiers of the Empire" [DS9]



During Worf's first mission aboard the ROTARRAN, he finds a crew that leaves a lot to be desired, serving under a captain who seems reluctant to engage the enemy. He must do all he can to see that honor is restored.

DIFFICULT ROLE

★ First officer

General Martok asks Worf to join him aboard the ROTARRAN as a friend as well as a respected Klingon warrior.

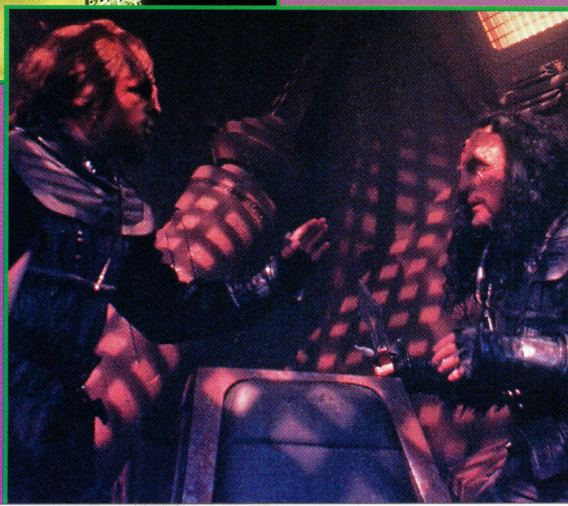
★ Gaining acceptance

Jadzia joins Worf on the *I.K.S. ROTARRAN* on his first mission. Her acceptance by the Klingon crew is helped by the respect that the Klingon people have for Curzon, the previous host of the Dax symbiont.



★ Challenge

When Martok will not cross into Cardassian space to rescue the survivors of a damaged KLINGON BATTLE CRUISER, Worf challenges him to a fight on the bridge. Worf lets Martok win, thus preventing him from losing face with the rest of the crew.



Worf on the ROTARRAN



★ **Not impressed**
Worf's first impressions of the *I.K.S. ROTARRAN* and her crew are not good. The ship's battle logs tell a sorry tale.

★ **Victory at last**
General Martok is at last able to report a victory over the Jem'Hadar. This boosts morale and restores the crew's self-confidence.



the crew will mutiny. If Martok refuses to step down, Worf must kill him.

This is a difficult moment for Worf. He respects Martok for the reputation he has built up in the past, but he cannot support the decisions the general has made recently. Worf gives the order to rescue the *B'Moth's* survivors.

Martok arrives on the bridge and Worf challenges him to a fight for command of the *Rotarran*. At first, Worf is winning. Then he and Martok share another moment of Tova'dok, and immediately Worf knows what he must do in order to once again unite the crew behind Martok.

He begins to lose, and soon Martok gives him a

serious, but not fatal, wound. Honor is served; Worf gets his point across without causing Martok to lose face.

Honor restored

Moments later, the *Rotarran's* sensors detect the presence of a Jem'Hadar warship. The *Rotarran* goes into battle with a crew that is ready to fight for a victory. They succeed in destroying the Jem'Hadar ship, and rescue 35 *B'Moth* crew members.

Martok is aware of the sacrifice Worf made, and offers him membership in the **House of Martok**. Worf accepts; while serving aboard the *Rotarran* he has not worn the sash of his house, the **House of**

"It is clear to me that none of you are worthy of my honor or my blood. But I will stand for you nonetheless . . . and together we will restore this ship's honor and bring glory to the Empire." — Worf

Mogh, because officially it does not exist. It is a great honor for him to be invited into Martok's family.

Worf's service on the *Rotarran* was originally a short term posting, but the developing situation with the **Dominion** leads to him staying on the ship for several months. Some weeks later, the *Rotarran*, with Worf aboard, rescues **Sisko**, **Dax**, **O'Brien**, **Bashir**, and **Nog**.

As the war with the Dominion continues, so too do the *Rotarran's* adventures. When Dax is in command of the **U.S.S. Defiant** during a dangerous mission against the Jem'Hadar, Worf calls from the *Rotarran* to **Starbase 375**, where Captain Sisko is waiting for his ship's return. The two men commiserate and try to bolster each other's spirits, but their conversation is grim.

Dax is still commanding the *Defiant* when she is the decoy that allows the *Rotarran* to destroy two

Jem'Hadar ships. Worf and Dax work well together, and they are both pleased.

Worf is surprised and horrified when, during the war with the Dominion, one of the replacements sent to the *Rotarran* is his own son, **Alexander Rozhenko**. This is the first time in five years that they have seen one another.

A family affair

Though Worf and Martok are friends, Worf has never told him about Alexander. With some discomfort, Worf explains that he and his son have never been close, and that Alexander has never shown any interest in becoming a warrior . . . until now. Worf is concerned for Alexander's safety, and does not know why the boy has changed his mind about being a warrior.

Worf attempts to teach him some of the finer points of hand-to-hand combat, but Alexander has no talent for fighting. He and Worf both become frustrated. When Worf tells Alexander that the Jem'Hadar will show him no mercy, he responds, "Then I'll be dead and you will be happy."

When Alexander informs the bridge crew that the Jem'Hadar are attacking, he is mortified to discover that he is responding to a training simulation he neglected to erase from the primary sensors. Worf is about to defend him, but

Martok holds him back. When Alexander is accepted by the crew, it is only as the ship's fool.

Eventually, Worf orders that Alexander be transferred to the cargo vessel **Par'tok**. In a rage, Alexander goes to Worf. "You never accepted me," he accuses. "You abandoned me." Worf is struck hard by the truth of these words.

However, they have no time for further discussion; the Jem'Hadar attack. Alexander volunteers to repair a plasma breach in a primary impulse injector on Deck 5. At the moment Alexander volunteers for this dangerous job, Worf sees him for what he is, a frightened boy bravely doing the best he can.

After the battle ends in the Klingons' favor, father and son find the chance to talk to each other honestly; finally, they accept each other, and Worf proudly participates in initiating Alexander into the House of Martok.

Worf is still serving aboard the Klingon ship as first officer during the **Federation's** final push to retake **Deep Space Nine** from the Cardassians and the Dominion. With the help of the *I.K.S. Rotarran* and of other Klingon ships, the Federation is successful. This once demoralized Klingon ship has scored a victory of which any warrior would be proud.

FAMILY ABOARD

Warriors together

Family members serving together is nothing unusual on a Klingon ship. Jadzia Dax effectively invites herself aboard the *I.K.S. Rotarran*, but a Klingon warrior's wife or lover serving alongside him is a tradition that goes back more than 100 years; when Kang's Klingon crew came aboard the *U.S.S. Enterprise NCC-1701* in 2268, his wife Mara was among them. Jadzia, however, may be the first non-Klingon to serve in this capacity.

★ Par'machkai

In 2374, Worf and the *ROTARRAN* rescue Jadzia Dax and her colleagues from the Dominion.



★ Surprise

Worf's son Alexander also joins the *ROTARRAN* crew. He is one of five replacements sent to the ship.



★ Out of place

Alexander does his best, but he finds it difficult to adjust to life aboard the Klingon vessel.



★ Bonding

As a result of their honorable service on the *I.K.S. ROTARRAN*, Worf and his son Alexander are accepted into the House of Martok; it is a great honor.

Neelix: Life Before the U.S.S. VOYAGER

By the time **Neelix** joins the crew of the *U.S.S. Voyager NCC-74656*, he has traveled far and wide across the **Delta Quadrant**, trying his hand at numerous jobs and enjoying many adventures. But before all of this, his early life was marred by the tragedy of the **metreon cascade** that devastated his homeworld and killed his family.

Neelix, the *U.S.S. Voyager NCC-74656*'s **Talaxian** chef and morale officer, likes to entertain other crew members with his somewhat tall tales of past exploits. However, his jolly stories rarely reveal the fact that he has overcome a series of tragedies and hardships that would leave most others in his position feeling bitter and defeated.

Neelix has survived a war on his homeworld, and he has subsisted for many years as a scavenger in the **Delta Quadrant**. As the *Voyager* crew have come to know him, they have realized that he is more troubled and complex than his gregarious demeanor suggests, and that his past experiences play a vital role in who he is today.

Happy childhood

Neelix spent most of his early years on the Talaxian moon **Rinax**. Rinax was an idyllic place, known for its warm days and balmy nights; the colony was considered to have the most temperate climate in the Talaxian system.

Neelix lived here with his family, which included his parents, brothers, and sisters. Someone he felt particularly close to was his favorite sister, **Alixia**. Alixia took him out to search for arctic spiders, and to explore the **Caves of Touth**, or Rinax's equatorial dustshrouds. When Neelix thinks of Alixia now, he thinks of adventure.

While living on Rinax, Neelix spent two years as part of an **orbital tether**

maintenance team. He helped to rebuild a dozen models of actual mag-lev carriages built to one-tenth scale. As a result, he is familiar with the principals and mechanical components of mag-lev carriages and, with concentration, is able to pilot a full-sized one safely.

Neelix used to name the carriages for good luck after the reconstruction work was done. When he later finds himself in a situation where his orbital tether knowledge is put to use, he names the carriage 'Alixia'.

Tragedy strikes

Unfortunately, Alixia and the rest of Neelix's family were killed by the **metreon cascade**, a weapon of mass destruction launched against the Talaxians by their bitter enemies, the **Haakonian Order**. The Talaxians had been engaged in war for over a decade with the Haakonians when the weapon was used; it caused a catastrophic explosion on Rinax, and an even more damaging radioactive fallout. More than 300,000 Talaxians were killed. The next day, Talax surrendered.

Neelix survived the metreon cascade as he was on Talax at the time, hiding from the **Talaxian Defense Forces**, with

★ **Left alone**
Neelix's family, including his beloved sister Alixia, were wiped out by the metreon cascade that devastated Rinax.

PROFILE ON NEELIX'S PAST

DATE: Prior to 2356

EVENT: Neelix works on an orbital tether maintenance team.

DATE: 2356

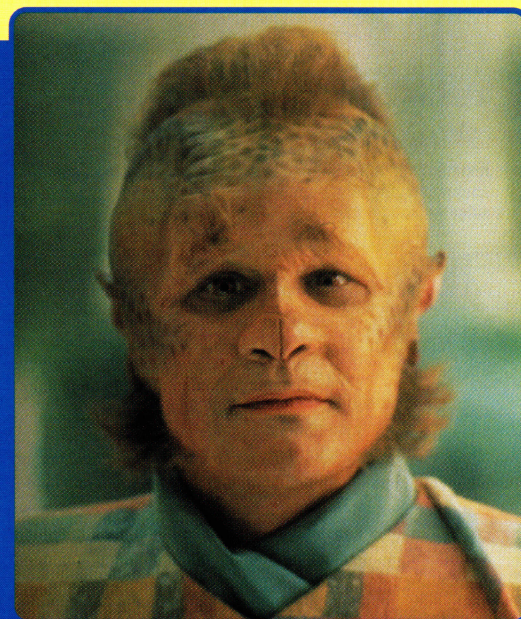
EVENT: Metreon cascade devastates Rinax. Talax surrenders to the Haakonian Order.

DATE: Prior to 2370

EVENT: Neelix works as a junk trader, traveling in his own ship.

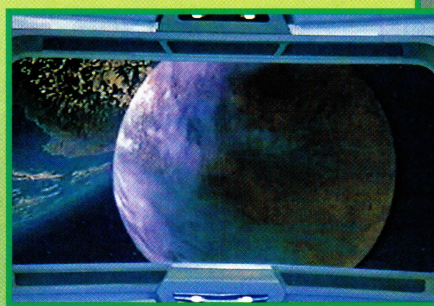
DATE: 2370

EVENT: Neelix joins the *U.S.S. Voyager NCC-74656*



▲ Neelix has tried his hand at many trades before he comes aboard the *U.S.S. VOYAGER*. He has been an orbital tether engineer and a junk trader as well as picking up useful skills such as cooking.

TRAGIC EVENTS



★ Home destroyed

While Neelix was growing up, the Talaxian moon of Rinax was famous for its natural beauty, but it has never recovered from the devastating effects of the metreon cascade.



★ Misguided enemy

Jetrel wanted Talax to surrender quickly, so that more lives would not be lost in a prolonged war.



OTHER CARDS IN THIS FILE...

APPENDIX CARD 4: KES
APPENDIX CARD 4A: KES & MEN
APPENDIX CARD 5A: NEELIX AS AN AMBASSADOR

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
U.S.S. VOYAGER...File 29
OTHER STARSHIPS...File 40
STAR TREK: VOYAGER...File 71



Neelix: Life Before the U.S.S. VOYAGER



★ Dubious past

Not all of Neelix's old friends are upstanding individuals. A chance reunion with Wixiban gets him involved in illegal activity.

"Eleven years ago, I saw my world in ruins, my family murdered."

— Neelix

whom he was supposed to be serving in preparation for the expected Haakonian invasion. He had believed that the war with the Haakonians was unjust, and that the Talaxians were fighting them for the wrong reasons, but the metreon cascade changed his mind. The fallout enveloped Rinax in a deadly cloud, turning its lovely days into an endless night similar to the effects of a nuclear winter.

Neelix returned to Rinax with a rescue team to search for survivors, but found virtually nothing left except for smoldering ruins. Eventually, he and other rescuers came across survivors,

including a burned and disfigured young girl named **Palaxia**.

Palaxia was brought back to Talax for treatment, and perhaps because she reminded him of Alixia, Neelix stayed by her side for weeks, watching her slowly die.

Profound effect

The effects of the metreon cascade had a profound effect on Neelix. All that kept him going through difficult times was his faith that some day he would be reunited with his family in the **Great Forest**, the Talaxian afterlife.

Like many Talaxians, Neelix left his home system after their

homeworld's surrender to live a nomadic life traveling the Delta Quadrant. But he was not particularly happy with his life before joining *Voyager's* crew.

Neelix primarily made his living as a trader dealing in protomatter and other commodities. However, much of his trade consisted of space junk he picked up while sorting through 'waste zones.' His meager ship lacks many basic attributes, including **transporter** and **replicator** technology.

The desperate straits he faced forced him to sometimes twist the truth during business transactions. At one point, he needed assistance

from a fellow Talaxian, **Wixiban**, to save him from an **Ubean** prison.

Better days

In 2371, Neelix's life takes a dramatic upturn. Meeting the beautiful young **Ocampa**, **Kes**, and later the crew of *Voyager* on the Ocampa homeworld, are among the best things that have ever happened to him. After years of struggling to make a living, existing from day to day, Neelix has a beautiful partner and a position he can be proud of aboard a magnificent ship. At last, he can put the tragedy of the past behind him.

YOUNG LOVER

Neelix and Kes

One of the most significant events in Neelix's life before he comes aboard the *U.S.S.*

Voyager is the beginning of his relationship with Kes. How long they have been together before they meet the crew is unclear, but they are close enough for Kes to be willing to leave her homeworld with him after he helps to rescue her from the Kazon-Ogla. Their relationship eventually breaks up, but the time they spent together ensures that they remain extremely fond of one another.



★ Close friend

Kes and Neelix are already lovers when they meet the crew of the *U.S.S. VOYAGER*. They come aboard the ship as a couple.

★ Sharing the pain

Neelix is close enough to Kes to talk to her about the pain he feels over Rinax's fate.

★ Useful skills

Neelix's job as a mag-lev technician comes in handy later in life when he is required to pilot a mag-lev carriage on the Nezu homeworld.



★ Basic needs

The interior of Neelix's ship is small and cramped. It is equipped with neither a replicator nor a transporter.



★ A traveling life

For some time before Neelix joins the *U.S.S. VOYAGER*, he travels the Galaxy in his small vessel, trading junk.



★ New direction

Neelix's meeting with the *U.S.S. VOYAGER* crew in 2370 marks an important turning point in his life.



SEE OTHER FILES...

OTHER GROUPS
AND RACES.....File 18
STAR TREK:
The Original Series.....File 68

Alexander the Platonian

Though short in stature, Alexander of the Platonians has a bigger heart and more compassion than the cruel people who misuse him for their perverse amusement.

Alexander, a short humanoid, is one of only 38 survivors from the **Sahndara** star system. After their sun blew up, these long-lived humanoids fled their doomed world and, during a brief stay on Earth, fell in love with Greek culture. When the Greek civilization faded, they moved to a new world, which they named **Platonius** in honor of the philosopher Plato. Here, the Sahndarans model their society on Earth's ancient Greeks; their architectural and dress styles mirror this era.

Soon after landing on Platonius, everyone except Alexander develops incredible psychokinetic powers. This makes Alexander the object of ridicule and abuse; the other Platonians tell him that because they have these abilities and he doesn't, their treatment of him is justified. When they tell him how lucky he is that they even bother to keep him around, he believes them.

Alexander is reduced to

being the butt of his people's jokes for centuries. He is made to play the lyre and sing songs to soothe his masters, and is forced to perform 'acrobatic' antics by the use of his people's psychokinetic powers. Alexander is made to perform countless errands; his life is spent fetching and carrying things for the very people who ridicule him.

Even Alexander's emotions, such as happiness and sadness, are not under his control. They are manipulated by the Platonians' powers, most notably by the egotistical philosopher-king **Parmen**.

No self esteem

Alexander considers the normal-stature Platonians godlike because of their psychokinetic powers. Since his mind can't even move a pebble, he thinks himself worthless.

Alexander calls himself everybody's whims. Perhaps to preserve his sanity, he learns to keep his head down at all times, to

PROFILE ON ALEXANDER

NAME: Alexander

Life form: Platonian male. However, due to a thyroid deficiency, Alexander is abnormally small in stature and lacks the psychokinetic abilities of the other Platonians.

OCCUPATION: Alexander is treated like a court jester by the other Platonians.

CURRENT STATUS: Alexander leaves his homeworld to begin a new life in the Federation.

First seen: 'Plato's Stepchildren' [TOS]



▲ **Alexander is extremely long-lived, but his life has been mostly unhappy. His people see his short stature and lack of psychokinetic powers as an excuse to treat him as little more than an animal, forcing him to perform tricks for their amusement.**

avoid looking into his masters' eyes, and smiles constantly. He tries to please his abusers by being a good loser at the various games they make him play.

But, inside Alexander, a rage has slowly been building. His anger is composed of hurt feelings and trampled emotions from his years of abuse.

And yet, until an encounter with members of the **U.S.S. Enterprise NCC-1701** crew in 2268, Alexander doesn't see his situation for what it is; the crew of the **Federation** starship have to point out to him that his treatment at the hands of the Platonians is unjust and terribly cruel.

When the landing party

arrive, Alexander wants to warn them that Parmen probably won't let them leave and might even kill them, but hundreds of years of oppression prevent him from speaking out. His compassion for the crew's impending doom, however, is apparent. He tries to warn them against misbehaving with tiny

CREATURE OF RIDICULE



★ Musical interludes

Alexander is made to play music to entertain the other Platonians. They do little more than sit around all day while he waits on them.

★ Fetching and carrying

Alexander is made to carry heavy chess pieces around a giant board even though the Platonians could move them with a thought.



★ Torture

The Platonians torture and abuse Alexander, using their powers to manipulate his emotions and cause him pain.



★ Philosopher king

Parmen, the Platonians' leader, is particularly cruel in his treatment of the unfortunate Alexander.

Alexander the Platonian

★ Timely warning

Alexander tries to warn Captain Kirk and Dr. McCoy of the danger they are in. Unlike Parmen and the other Platonians, he has no desire to cause these visitors harm; he would rather be their friend.



★ Anger unleashed

The centuries of abuse finally spill out and Alexander snaps. He threatens to cut Parmen with a knife, knowing that the self-styled philosopher king will die from the resulting infection.



★ Simple solution

Dr. McCoy discovers that Alexander's short stature and lack of psychokinetic powers are due to his inability to absorb kironide. McCoy could easily correct this, but Alexander has no desire to become just like the other Platonians. He would rather leave the planet.

★ Valued friend

Since the Platonians gained their psychokinetic abilities, Alexander has been treated as a lesser being. This changes when he meets the Starfleet officers.

shakes of his head. When they are punished, he winces as though it is he who is being slapped.

Finally, his reserve breaks when he witnesses the harsh treatment

of the people who only came to help the Platonians. He says he's ashamed to be a Platonian; this outburst merits even more punishment. In the process, he witnesses the crew fighting to maintain their dignity while defying the awesome powers of the Platonians, a valuable lesson for the downtrodden Alexander.

In a private conversation with

the crew, he is astonished to learn that where they come from a person's size, shape and color doesn't matter. Even more importantly, he discovers that people on other worlds don't have the powers of the Platonians. He then wonders if his masters are the ones with the problems, not him. Given a glimpse of a different reality, Alexander's anger spills over. He wants to cut Parmen with a knife, making him ill with an infection so that he will die. Giving the Platonians a taste of what they have given Alexander seems perfect. But **Captain James Kirk** points out that it would result in Alexander's death too. This is the

first time someone ever thought of his welfare, and the court buffoon is moved to tears by Kirk's concern.

Powers explained

When the *Enterprise* crew discover that the planet's native foods have a high concentration of **kironide**, and that it is this which gives the Platonians their powers, Alexander is presented with the opportunity to be as powerful as his masters. His shorter stature is the result of a pituitary hormone deficiency that also makes him unable to absorb the kironide into his system, but **Dr. McCoy** can inject the potent kironide directly into his bloodstream. Alexander refuses this chance to be like the other Platonians. He doesn't, he says with deep emotion, want to be like them; he has no interest in turning into his own enemy. He tells Parmen that he and the other Platonians sicken him. In saying this, Alexander is finally freed from their oppression.

What Alexander desires above all else is the freedom to move around of his own accord, to laugh and cry when he wants to, to be under no one else's power, and to not be humiliated. The starship's crew fulfill their promise and take Alexander with them when they leave Platonius. He will begin a new life on another planet, where no one will have heard of kironide or Platonians, a place where he's accepted for exactly what he is: a warm, compassionate, and generous person who just happens to be short.

"Alexander at your service. I sing, I dance, I play all variety of games, and I'm a good loser, a very good loser. Please, try to bear that in mind."

— Alexander

DIFFERENT LIFE

New beginning

The citizens of the United Federation of Planets have put the prejudice and bigotry of the past behind them decades ago; the Federation places far more importance on who a person is than on what they look like, and Alexander's short stature will not get in the way of him living a full and happy life. After centuries of abuse at the hands of the cruel Platonians, leaving Platonius for a new life in the Federation is a far more attractive prospect than gaining psychokinetic abilities and remaining on the planet; Alexander leaves Platonius with few regrets. From now on, Parmen and his people will have to find their amusement elsewhere.



★ Stature not important

Alexander decides to accept the Starfleet crew's offer of a new life in the Federation, where he will be treated as an equal by people who do not care about his size.

Containment Modules

Special containment modules, designed by **Geordi La Forge** and **Lt. Commander Hester Dealt**, must protect the crew of the *U.S.S. Enterprise NCC-1701-D* from one of the Galaxy's deadliest diseases, the **plasma plague**.

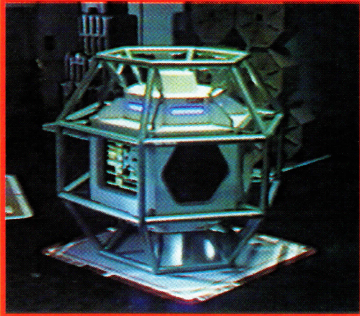
On **Stardate 42073** a new type of containment module is designed by **Chief Engineer Geordi La Forge** of the *U.S.S. Enterprise NCC-1701-D*, under the direction of **Lt. Commander Hester Dealt**. These modules are used to carry specimens of the deadly **plasma plague** from a **Federation** research station on **'audet IX** to **Science Station**

Tango Sierra, where it is hoped that an antidote can be manufactured.

The small containment modules are nestled within a larger container, or grid. The actual containment module is a clear, six-sided box that contains a small petri dish on which a sample of the plasma plague is placed.

At the top of each module is a small environmental monitor; this

maintains a very sophisticated environment that contains the plague and keeps it alive, but inhibits it from growing. Should a malfunction occur, and growth commence, it would become impossible to contain the plasma plague within the modules. The containers would break within 30 minutes and the plague would reach the outside of the container within two hours, so it is imperative that

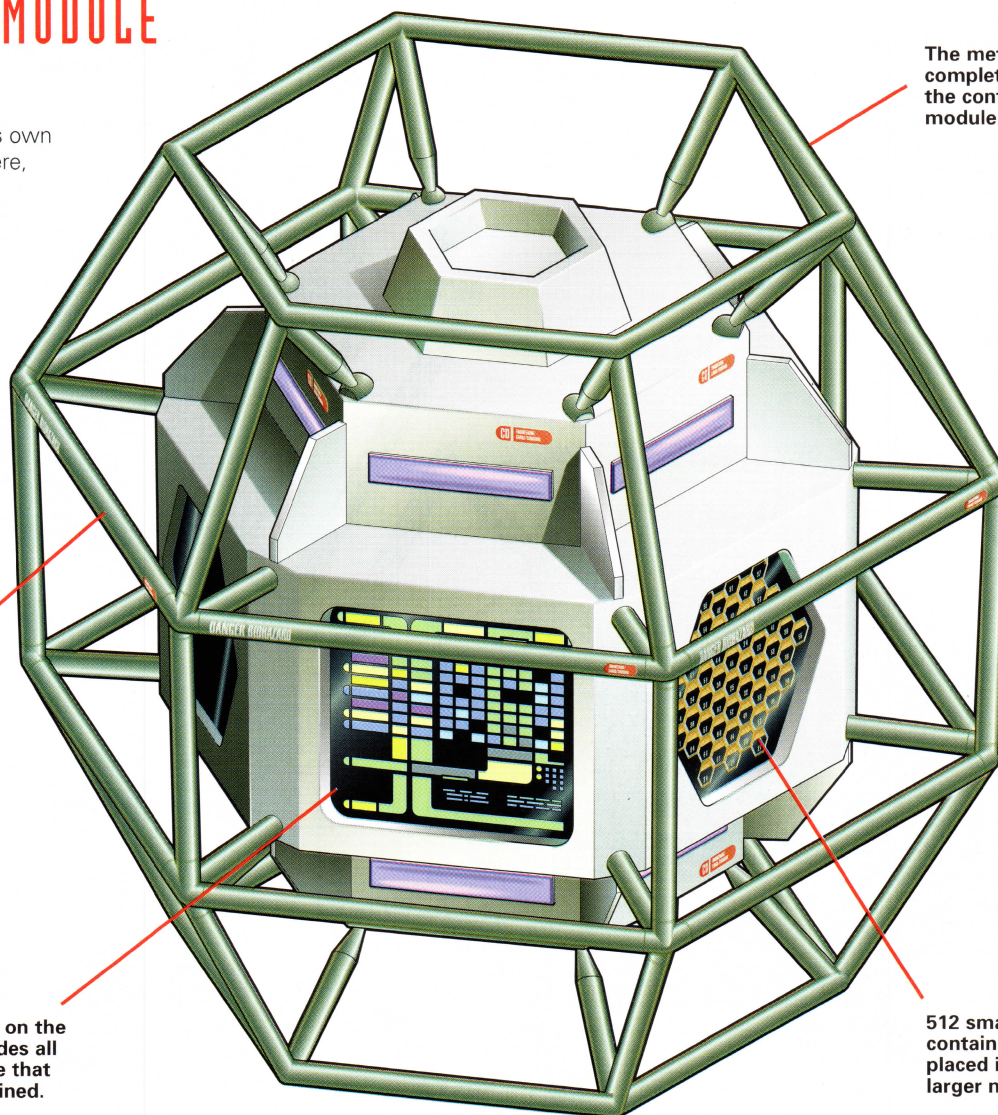
 **The containment modules are kept in a secured cargo bay while aboard the U.S.S. ENTERPRISE. Here, their deadly cargo is kept well away from the majority of the ship's crew.**

safety procedures are followed to the letter.

The modules are kept in a secured containment area tucked away on Cargo Deck 5 of the *Enterprise*. Here, a larger container, approximately two meters high, is suspended within the confines of metallic bracing; more than 500 containment modules can be held

CONTAINMENT MODULE

Controlled environment Each containment module has its own controls to regulate atmosphere, temperature, radiation, light, humidity, and the electrical spectrum. Information from each module is transmitted directly to the main display, on the side of the larger container. The temperature set for the containment modules is 97 degrees Centigrade, with 12 percent humidity, and lumens zero. The modules maintain constant electromagnetic containment.



The metallic grid completely surrounds the containment module.

The metal structure around the module helps to protect it from damage.

A main information panel on the front of the module provides all the data needed to ensure that the plague is safely contained.

512 smaller containers are placed inside the larger module.



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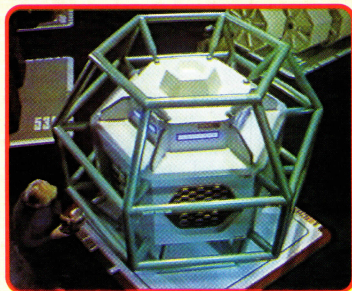


Containment Modules

within its secure outer shell.

One side of the container provides a visual display for all the environmental controls; the other side provides graphic displays of the modules. There is room for 73 modules per side.

By using handheld devices and the highly sophisticated sensors on the outside of the container, medical specialists can monitor the



The modules have to be carefully monitored by specialist personnel.

interior containment modules. Each one has a specific alphanumeric designation, such as L-73. If there is a problem, the affected module will flash; the display can be rotated to provide the specialist with a better perspective of the situation.

Safety procedures

The procedure for the transfer of the modules containing the plague is as strict as their required supervision. First, a manifest of all the specimens is reviewed by the *Enterprise's* doctor before any specimens can be transferred aboard. Secondly, the containment modules are investigated by a medical trustee. This procedure demands the utmost attention from both parties to ensure the safe handling of the plague. It is not uncommon for the procedure to be done twice, taking several

hours for each pass. It is extremely important that there is zero growth within the modules; if even one specimen gets loose, it could destroy all life on the *Enterprise* in a matter of hours.

Utilizing the **transporter** to bring the container modules aboard ensures a minimum of human contact. However, one must first turn off the built-in inhibitor that restricts the onloading of life forms known to be hazardous to the ship's occupants. This override protocol requires voice authorization; the computer then makes a final recommendation not to initiate the override, and this must be acknowledged before the procedure begins.

Once operators of both transporters are in voice contact, the transport commences in small batches. Orange graphics depict the batches as they appear within



The chief engineer and first officer are involved in the delicate operation.

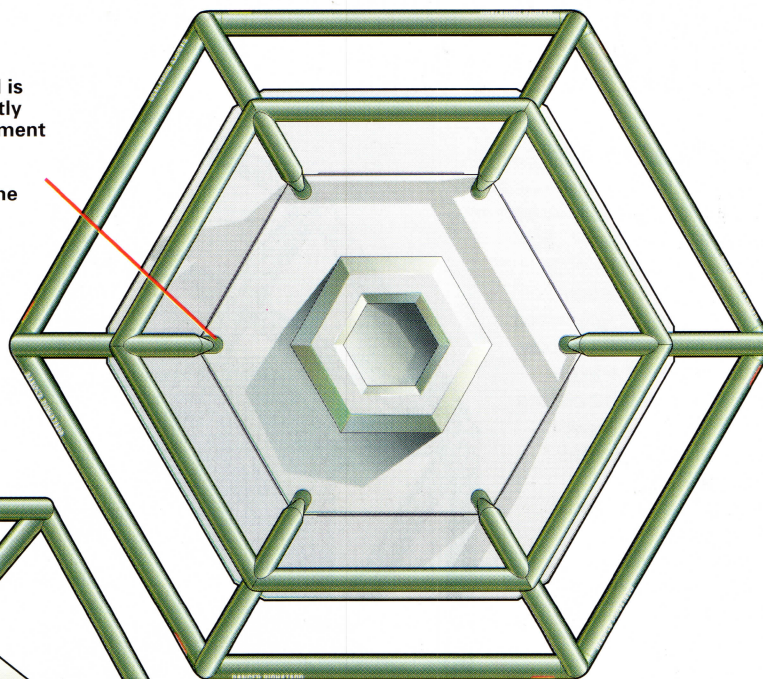
the 73 slots on each side of the large container.

Once the modules are safely transported into the container, the integrity of the power to the containment grid must be maintained. Thankfully, the care and precision taken ensures that the kind of mistakes that could of condemn the entire crew to death are rare.

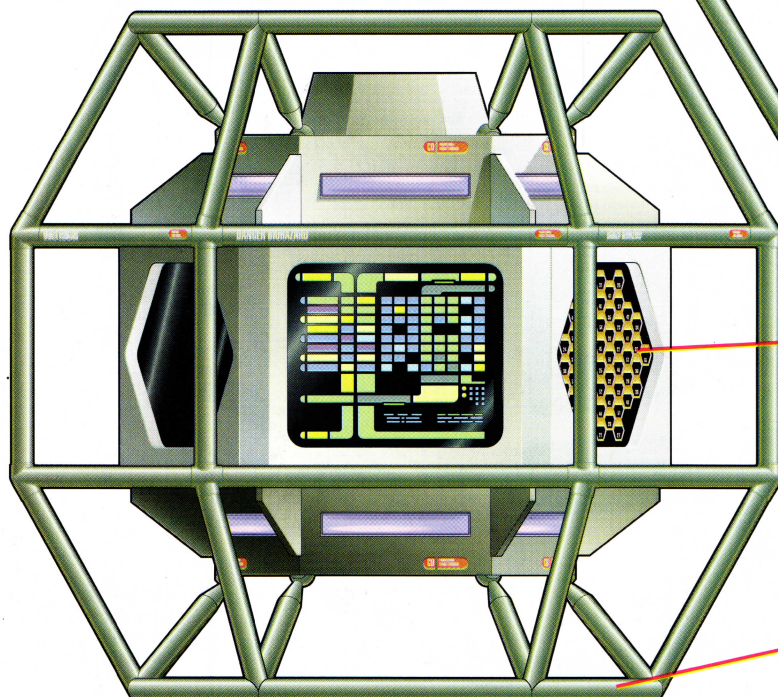
SECURE CONTAINMENT

Special construction The six-sided shape of the containment modules allows them to be densely yet safely packed within the larger container. Because of the number of modules required, the replicating process can take several hours and requires power to be diverted from the warp engines to the replicator. The safety procedures may seem extreme, but they are necessary to ensure that this deadly plague does not prove dangerous to the crew of the vessel that is transporting the samples.

The metal grid is attached directly to the containment modules at 24 points; six of these are on the top surface.



FRONT VIEW



73 containment modules can be seen through each side 'window'. A malfunctioning module will light up.

SIDE VIEW

The bottom of the grid lifts the module off the ground, giving it considerable protection on all sides.



'Disaster'

Catastrophe strikes when the *U.S.S. Enterprise NCC-1701-D* is hit by two quantum filaments. All over the ship, isolated crew members find themselves fighting for survival, with no idea whether their friends and family are still alive.

CAPTAIN'S LOG

STARDATE 45156.1

"Our mission to Mudor V has been completed, and since our next assignment will not begin for several days we are enjoying a welcome respite from our duties."

On the *U.S.S. Enterprise NCC-1701-D*'s bridge, **Deanna Troi** presents the winners of the primary school science fair to **Captain Picard**. Their prize is a guided tour of the ship, conducted by the captain.

Disaster strikes when the *Enterprise* runs into two quantum filaments, causing severe damage. Picard and the children are trapped in a **turbolift**; the captain has a broken ankle. **Worf** is left in charge of incoming casualties in **Ten-Forward**, while **Riker** and **Data** head into a serviceway to reach Engineering. The bridge crew are cut off from the rest of the ship until **O'Brien** gets sensors partially back on line; sporadic life signs are detected in the saucer section.

The quantum resonance of the filaments has weakened the containment field surrounding the ship's antimatter pods; if the field collapses, the *Enterprise* will explode. **Troi** is acting captain; **Ro** presses her to separate the ship's saucer section and put as much distance between themselves and the engineering hull as possible, but Troi refuses to do so when there is still the possibility that people are alive in the hull.

Shipwide problems

With the turbolift in danger of falling at any moment, Picard and the children climb out and begin a nerve-racking ascent up the shaft ladder. To keep their spirits high, Picard leads a chorus of 'Frère Jacques' as the brave party struggle to safety.

In Ten-Forward, Worf delivers **Keiko O'Brien's** baby, a girl. Worf stiffly observes, "I believe she looks like Chief O'Brien."

Riker reaches Engineering, and links Data's disconnected head to the computer. Data creates a new link connection which helps to stabilize the failing pod field. As power slowly returns to the *Enterprise*, Ro admits Troi made the correct decision.

The *Enterprise* makes its way to **Starbase 67** to undergo repair. On the bridge, the three children thank Picard for saving their lives. The captain, normally so uneasy around children, gladly accepts their gift.

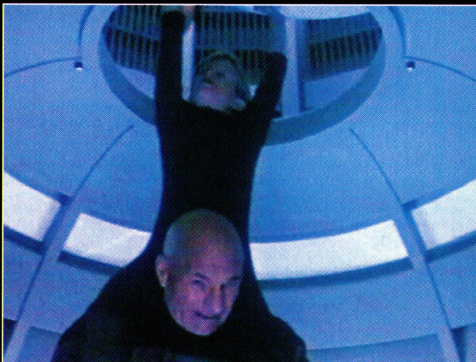
STARSHIP FACTS

Dr. Crusher and Geordi La Forge find themselves trapped in a cargo bay slowly filling with a radioactive plasma fire. They manage to extinguish the fire by blowing the airlock.

ON SCREEN...



1 Marissa Flores, Patterson Supera, and Jay Gordon are the winners of the *U.S.S. Enterprise's* primary school science fair.



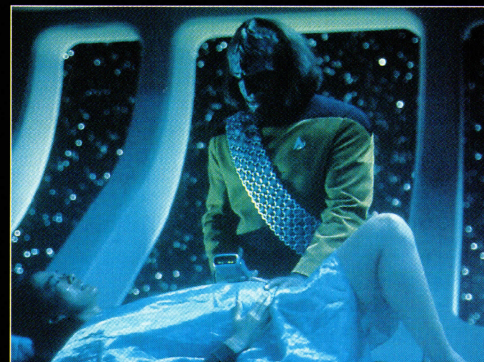
3 Despite his broken ankle, Picard must lead the children to safety by climbing up the shaft of the turbolift. The lift car itself is in danger of falling.



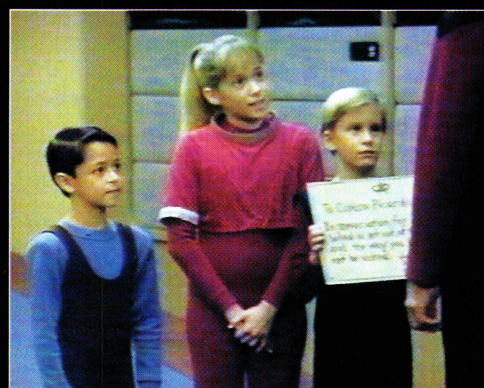
5 Data's head, disconnected after his body is used as a circuit breaker, is plugged into the ship's computer. He is able to stabilize the pod field and save the ship.



2 When the *ENTERPRISE* is hit by two quantum filaments, the whole ship is thrown into chaos. The damage is extensive.



4 Worf discovers that delivering a real baby is far less orderly than the computer simulated birth he experienced as part of his Starfleet Academy medical course.



6 The disaster over, the young science fair winners present Captain Picard with a commemorative plaque to thank him for saving their lives.





'The Game'

Wesley Crusher and Ensign Robin Lefler are the only two people aboard the *U.S.S. Enterprise NCC-1701-D* not to become addicted to 'the game', an insidious mind control device designed to take over Starfleet.

During a vacation on **Risa**, **Riker** enjoys a romantic liaison with **Etana Jol**, a **Ktarian**. She introduces him to an interactive game, played with a headset, that rewards the participant with pleasurable sensations.

Wesley Crusher returns to the *U.S.S. Enterprise NCC-1701-D* from **Starfleet Academy**. After being reunited with his mother, Wesley is introduced to attractive young **Ensign Robin Lefler**.

Riker is also back on board. He gives the game headsets to **Troi**, **La Forge**, and **Dr. Crusher** and, like him, they soon become addicted. Under the thrall of the game, **Beverly** deactivates **Data**, then pretends he collapsed from a servomalfuction.

Robin and Wesley, shocked by how popular the game has become, test a headset on sickbay computers. They learn that the device over-stimulates the brain's reasoning centers and serotonin levels.

The truth comes out

Wesley observes that **Data**, the one person who couldn't possibly become immersed in the game, conveniently 'broke down' soon after the headsets arrived on the ship. On discovering that **Data's** positronic links have been deliberately severed, he and Robin decide to don fake headsets in order to convince the rest of the crew that they too have succumbed to the game's lure.

The *Enterprise* is met by a Ktarian ship commanded by **Etana Jol**; she orders the crew to distribute headsets to other Starfleet personnel. **Picard** enthusiastically tells **Jol** that Wesley will also be able to introduce the game into **Starfleet Academy**.

When Robin becomes genuinely addicted to the game, Wesley is apprehended by **Worf** and Riker and brought to the bridge.

Suddenly, the ship is plunged into darkness. **Data** enters the bridge and uses an optical burst pattern to break the game's spell. Before Wesley was captured, he was able to reconnect **Data's** positronic network.

The main computer is programmed to expose the entire crew to the optical bursts, and the Ktarian plot to take over **Starfleet** is defeated in the nick of time.

CAPTAIN'S LOG

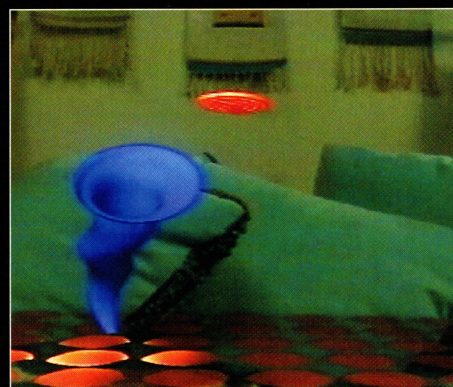
STARDATE 45208.2

"Commander Riker has rejoined the *ENTERPRISE* from **Risa**, and we are on our way to an uncharted area called the **Phoenix Cluster**. We are anticipating this historic first look at the region."

ON SCREEN...



1 Riker soon succumbs to the addictive pleasure of an interactive computer game, introduced to him during a romantic encounter on **Risa** by the Ktarian operative **Etana Jol**.



2 The game involves 'catching' colored disks in moving funnels. When a level is completed, the player is rewarded with sensations of pleasure. He or she soon becomes addicted.



3 Robin and Wesley are worried about the effect the game is having on the *U.S.S. ENTERPRISE* crew. They discover that it affects reasoning ability.



4 Etana Jol commands *ENTERPRISE* crew members to distribute headsets on the *U.S.S. ENDEAVOR*, and to the crew of ships docked at **STARBASE 67**.



5 **Data**, repaired by Wesley, uses a palm beacon's optical burst pattern to break the spell the game holds over his crewmates.



6 A tractor beam will tow Etana's ship to **STARBASE 82**. As he leaves for the Academy, Wes bids an emotional farewell to Robin; they promise to stay in touch.

STARSHIP FACTS



At the Academy, Wesley Crusher has met **Boothby**, a gardener who was well known to Captain **Picard**.



'The Die is Cast'

Enabran Tain, the former head of the Obsidian Order, leads a rebel fleet of Cardassian and Romulan ships in an attack on the Founders' homeworld. Garak finds his loyalty tested when Tain orders him to torture Odo.

'THE DIE IS CAST'

"I take this action not in defiance of the Cardassian state, but in defense of it. The Central Command have neglected the security of our people and allowed the peace with Bajor and the Federation to blind us to the real threat – the Dominion. I intend to remove that threat; let history be my judge." – Enabran Tain

When Odo and Garak fail to return to *Deep Space Nine*, the **U.S.S. Portland** and a **Cardassian** cruiser are sent to search for their **Runabout**. At the same time, a **Romulan Warbird** and a **Keldon**-class Cardassian cruiser decloak close by the station, followed by a fleet of 20 ships. **Captain Sisko** watches in horror as the ships begin to pass through the wormhole into the **Gamma Quadrant**.

Later, **Vice-Admiral Toddman** shows Sisko and the rest of the senior crew a recording recently intercepted by a **Federation** outpost. It is from **Enabran Tain**, announcing his intention to launch a strike against the **Founders**. Both the **Romulan** and Cardassian governments have declared this to be a rogue operation, mounted by disaffected agents from the **Obsidian Order** and the **Tal Shiar**, but they will secretly be pleased if Tain manages to destroy the **Dominion**. Tain's fleet is manned by combat veterans; they know the location of the Founders' homeworld, and have modified their cloaks so that the **Jem'Hadar** will be unable to detect their approach. Their mission may well succeed.

Against orders

Toddman instructs Sisko to evacuate *Deep Space Nine* of all non-essential personnel. The commander asks to take the **U.S.S. Defiant** into the Gamma Quadrant to search for Odo and Garak; a distress signal sent by Odo has been picked up by **Lt. Cmdr Michael Eddington**. Toddman refuses the request; he wants the *Defiant* to defend **Bajor** from any **Jem'Hadar** reprisals.

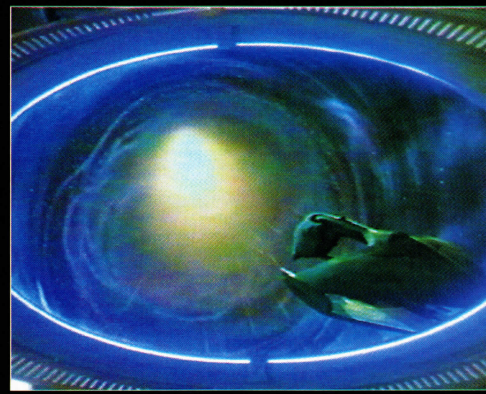
Sisko decides to disregard Toddman's instructions. He warns his staff that anybody who joins him could face a general court-martial, but they all board the *Defiant* regardless. The ship departs the station and passes through the wormhole.

Odo and Garak have been taken onto the *Romulan Warbird* commanded by Enabran Tain; Garak has decided to throw in his lot with his old mentor. Romulan **Colonel Lovok** shows Garak the location of the Changeling homeworld; it will take seven hours for Jem'Hadar ships to reach the planet after it is attacked. Tain's plan is for his fleet to decloak next to the homeworld and begin a massive bombardment; the

ON SCREEN...



1 Unknown to their colleagues, Garak and Odo are onboard a **ROMULAN WARBIRD**, heading toward the Founders' homeworld with the rogue **Tal Shiar/Obsidian Order** fleet.



2 To Sisko's surprise, more than 20 cloaked Romulan and Cardassian ships decloak around **DEEP SPACE NINE** and head off into the Gamma Quadrant.



3 Vice-Admiral Toddman tells Sisko that the **Romulan and Cardassian governments** claim that this is a rogue operation by intelligence agents, not an official attack.



4 Sisko is told he cannot take the **U.S.S. DEFiant** to search for his friends. But he intends to disobey the order and go anyway; his colleagues choose to join him.



5 The **U.S.S. DEFiant** leaves the station and slips through the **Bajoran wormhole** into the Gamma Quadrant. Once cloaked, it will avoid detection.



6 Colonel Lovok explains the plan to Garak. The **Romulan and Cardassian task force** will obliterate the Founders' homeworld before the **Jem'Hadar** can reach them.



'The Die is Cast'

planet's mantle will be destroyed before the Jem'Hadar can arrive. Tain asks Garak to interrogate Odo about the planet's defenses, then gives him a device that will suppress Odo's ability to shapeshift.

As the *Defiant* moves through the Gamma Quadrant, its cloaking device suddenly fails. Eddington was ordered by Toddman to sabotage the cloak's tetration compositor; without it, they will have to return to *Deep Space Nine*. Sisko does not agree, and after a few hours, **Chief O'Brien** repairs the compositor. Eddington gives his word he will not interfere again.

Garak activates the suppresser; it emits a quantum stasis field that prevents Odo from returning to his liquid state. Garak is convinced that Odo hasn't told **Starfleet** all he knows about the Founders. As Odo's human shell begins to disintegrate, he finally confesses that despite the atrocities his people have committed, he still longs to join them. Satisfied he has learned all he can, Garak turns off the device.

Garak tells Tain that Odo did not break under questioning. When Tain suggests he should now be killed, Lovok reminds him that such an action would undoubtedly provoke the **Federation**. Moreover, not all of the Changelings will be on their homeworld; Odo may prove invaluable in any future encounters with the Founders. Lovok suggests taking the shapeshifter back to **Romulus** for further study; Tain agrees.

Tain double crossed

Tain's fleet reaches the Changeling homeworld and begins bombarding the planet. The blitz does not affect life form readings; Garak realizes that the Founders are using automated **transponders** to send back false sensor signals. Their planet has been evacuated some time prior to the attack. Over a hundred Jem'Hadar warships decloak and begin to destroy Tain's fleet.

Garak rescues Odo, and they make their way to their vessel. Lovok interrupts their journey, and gives Odo the codes he needs to access the **Runabout**. When he explains, "No Changeling has ever harmed another," Odo realizes that Lovok is a Changeling.

Lovok explains that when the Dominion learned of Tain's plan they prepared a trap; now only the Federation and the **Klingons** present a threat to the Dominion in the **Alpha Quadrant**. Odo still declines to rejoin the **Great Link**; 'Lovok' beams away.

Enabran Tain elects to go down with his ship, despite Garak's offer of a place on the *Runabout*. Odo literally has to drag Garak away. As they board the *Runabout*, Garak apologizes for his recent behavior; Odo responds that he understands only too well Garak's desire to return home to his people.

The *Runabout* is hit by Jem'Hadar ships,

but, at the moment shields are lost, the *Defiant* decloaks close by. Garak and Odo are beamed aboard; Sisko clears a path through the Jem'Hadar ships back to the wormhole, and *Deep Space Nine*.

Sisko informs Toddman that it appears no Cardassian nor Romulan ships survived the

Jem'Hadar assault. Toddman remarks that it "sounds like **Wolf 359** all over again." The commander is relieved to learn that no charges will be brought against him or his crew, though next time Toddman won't hesitate to prosecute ... or promote him. Either way, he'll be in a lot of trouble.

ON SCREEN...



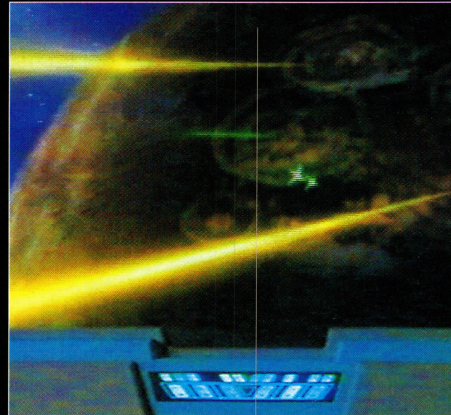
7 When the U.S.S. *DEFIANT*'s cloak fails, it is discovered that Eddington has sabotaged the system under orders from Vice-Admiral Toddman.



8 Garak's loyalty is tested when he is given a device that prevents shapeshifters from returning to their natural state; he is to use it to torture Odo.



9 Unable to revert to his natural state, Odo's solid shell begins to dry out and break up, causing him severe pain. He admits a longing to rejoin his people in the Great Link, but little else. Garak is convinced that this is because he genuinely does not have any more information.



10 The fleet begins to bombard the Founders' homeworld, but it is soon realized that this is a trap. There are no Founders on the planet; it has already been evacuated.



11 After rescuing Odo and Garak from the **ROMULAN WARBIRO**, Sisko uses Attack Pattern Omega IV to clear a path through the battle and heads back to the safety of the Alpha Quadrant. Vice-Admiral Toddman is not sure whether to prosecute him or promote him.



12 Back on **DEEP SPACE NINE**, Odo thanks Garak for not mentioning his 'confession' in the official report. Garak has decided to rebuild his shop and return to being a simple tailor. He regretfully tells Odo, "The sad thing is, I'm a very good tailor."

STARSHIP FACTS

 Enabran Tain retired as head of the Obsidian Order three years earlier. His decision left Legate Porania speechless.



G continued

Gamma Erandi Nebula

A diffuse mass of interstellar gas, examined by the **U.S.S. Enterprise NCC-1701-D** in 2366. During the mission, the ship was rendered incommunicado for 48 hours. (*Starship Log: 'Ménage à Troi'* [TNG]) **SEE FILES 3, 69**

Gamma Eridon

Beta Quadrant star system, within **Klingon** territory. **Captain Picard's** forces mustered here during their blockade against the **Romulan** forces conspiring with the **Duras** family in 2368. (*Starship Log: 'Redemption', Part II* [TNG]) **SEE FILES 3, 19, 69**

Gamma Hromi II

This planet was the venue for the reunification conference between the **Gatherers** and the **Acamarians** in 2366. (*Starship Log: 'The Vengeance Factor'* [TNG]) **SEE FILES 3, 18, 58, 69**

Gamma Hydra IV

Habitable planet in the **Gamma Hydra** system. In 2267, a lethal rapid-aging affliction, apparently induced by radiation, infected all the members of a trial colony here, along with several **U.S.S. Enterprise NCC-1701** crew members. (*Starship Log: 'The Deadly Years'* [TOS]) **SEE FILES 3, 68**

Gamma Hydra system

This star system, in which the planet **Gamma Hydra IV** is located, was the ostensible source of a distress call sent by the freighter **Kobayashi Maru** in a forbidding training exercise at **Starfleet Academy**. (*Starship Log: Star Trek II: The Wrath of Khan*) **SEE FILES 3, 19, 73**

Gamma Quadrant

One of the four major tracts within the Milky Way Galaxy. The **Dominion**, the **Idran system**, and a terminus of the **Bajoran** wormhole are located here. The unstable **Barzan** wormhole was also believed to have a terminus here. (*Starship Log: 'The Price'* [TNG]; 'Emissary' [DS9]) **SEE FILES 3, 69, 70**

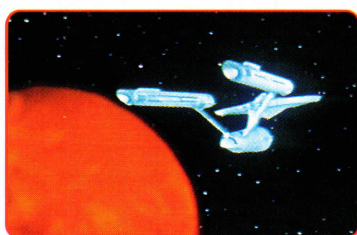
Gamma Tauri IV

Site of the theft of a **T-9 energy converter** from a **Federation** post by **Ferengi** operatives. The incident led to first contact between the Federation and the **Ferengi Alliance**. (*Starship Log: 'The Last Outpost'* [TNG]) **SEE FILES 3, 14, 19, 69**

Gamma Trianguli VI

Prior to 2267, the atmospheric conditions of this planet were controlled by the computer life form known as **Vaal**. Vaal regulated a climate so ideal for humanoid habitation that a unique, isolated society formed. (*Starship Log: 'The Apple'* [TOS]) **SEE FILES 3, 18, 68**

The U.S.S. ENTERPRISE NCC-1701 visited **Gamma Trianguli VI** in 2267, under the command of **Captain James T. Kirk**. From close orbit, the planet has an orange hue.



The Gamma Quadrant **Jem'Hadar** are referred to as '**Gammas**' by those bred in the **Alpha Quadrant**. The **Alphas** consider themselves to be superior.



Gamma Vertis IV

The members of the society found on this planet are incapable of verbal communication. (*Starship Log: 'The Empath'* [TOS]) **SEE FILES 3, 18, 68**

gamma radiation

Electromagnetic radiation emitted by radioactive decay that has extremely dynamic energies. Gamma radiation is generally hazardous, but controlled bursts can be put to effective use. (*Starship Log: 'Evolution'* [TNG]; 'Meridian' [DS9]; 'Warlord' [VOY]) **SEE FILES 69, 70, 71**

Gammas

Term used to describe **Jem'Hadar** whose DNA and psychological profile are specifically designed for combat in the **Gamma Quadrant**. The **Alphas**, bred in the **Alpha Quadrant**, consider themselves to be better suited to operate in **Federation** space. (*Starship Log: 'One Little Ship'* [DS9]) **SEE FILES 16, 70**

Gamzian wine

An intoxicating beverage. **Alsia** commented that, "it must be all this Gamzian wine" that prompted her to reveal her knowledge of mineral investments in the **Vlugta** asteroids to **Martus**. (*Starship Log: 'Rivals'* [DS9]) **SEE FILES 7, 29, 70**

Ganalda IV

Site of a humiliating **Klingon** retreat in the face of **Starfleet** forces. Klingons hate retreating. (*Starship Log: '... Nor the Battle to the Strong'* [DS9]) **SEE FILES 3, 11, 70**

Gandhi, Mohandas K.

Earth spiritual leader (1869-1948) who developed the practice of nonviolent disobedience which forced Great Britain to grant independence to India. **U.S.S. Voyager's** EMH merged portions of Gandhi's character with his program to improve his bedside manner. (*Starship Log: 'Darkling'* [VOY]) **SEE FILES 56, 71**

Gandhi, U.S.S.

Ambassador-class starship **NCC-26632**. **Lieutenant Thomas Riker** served aboard her until he joined the **Maquis**. (*Starship Log: 'Second Chances'* [TNG]; 'Defiant' [DS9]) **SEE FILES 31, 43, 69, 70**

Ganges, U.S.S.

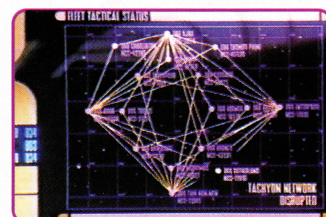
Danube-class **Runabout**, classification **NCC-72545**, assigned to the space station **Deep Space Nine**. It was destroyed in 2370 by a **T'Lani** munitions cruiser. (*Starship Log: 'Past Prologue'* [DS9]) **SEE FILES 29, 32, 70**

Gamma Erandi Nebula
Gamma Eridon
Gamma Hromi II
Gamma Hydra IV
Gamma Hydra system
Gamma Quadrant
Gamma Tauri IV
Gamma Trianguli VI
Gamma Vertis IV
gamma radiation
Gammas
Gamzian wine
Ganalda IV
Gandhi, Mohandas K.
Gandhi, U.S.S.
Ganges, U.S.S.

ganglion
Gantt
Garadius system
Garak, Elim
Garak [mirror]
Garan miner
Garan mining colony
Garan, Araya
Garan, Hatil
Garanian bolites
Garans
Garcia, Henry
Garenor
garli tree
Gariman Sector
Garin
Garland, Faith
garlanic tree
garlic soup
garnesite



Kira and Sisko had to pry open the door of the **U.S.S. GANGES** when **Vash** arrived at **DEEP SPACE NINE**.



Federation forces mustered at **Gamma Eridon** in the **Beta Quadrant**.



ganglion

A mass of nerve tissue. **Dr. Julian Bashir** mistook a preganglionic fiber for a postganglionic nerve in his final medical exams. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILE 70**

Gantt

A **Bajoran** resistance member and friend to **Taban**. Gantt attended to Taban during his final hours, and informed his daughter **Kira** that he died calling her name. (*Starship Log*: 'Ties of Blood and Water' [DS9]) **SEE FILES 10, 47, 70**

Garadius system

A planetary system visited by the **U.S.S. Enterprise NCC-1701-D** on a diplomatic mission in 2368. (*Starship Log*: 'The Next Phase' [TNG]) **SEE FILES 3, 69**

Garak, Elim

The only **Cardassian** aboard **Deep Space Nine** following that race's pull-out in 2369. Despite his claims that he is a simple tailor, it is well known that he is a former member of the **Obsidian Order**. (*Starship Log*: 'Past Prologue' [DS9]) **SEE FILES 13, 50, 70**

▶ **Garak's presence on DEEP SPACE NINE is something of a mystery. No one really knows the full truth about him.**



Garak (mirror)

The brutal first officer of the mirror **Terok Nor**. (*Starship Log*: 'Crossover' [DS9]) **SEE FILES 18, 50, 70**

Garan miner

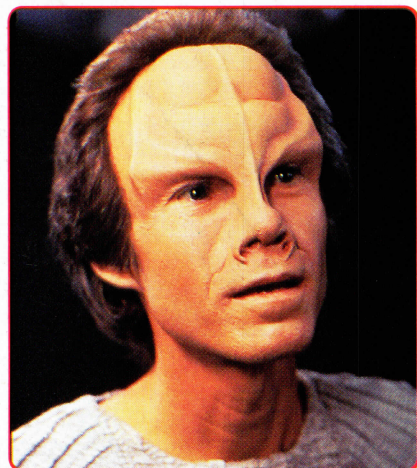
A worker at the **Garan mining colony**. Many Garan miners, including the facility's leader, died when the colony was obliterated by the **Tak Tak** in 2373, following a macrovirus outbreak. (*Starship Log*: 'Macrocosm' [VOY]) **SEE FILES 18, 71**

Garan mining colony

Colony in the **Delta Quadrant**. It was destroyed in 2373 to stop the growth of a macrovirus. (*Starship Log*: 'Macrocosm' [VOY]) **SEE FILES 3, 18, 71**

Garan, Araya

Araya and her husband, **Hatil Garan**, were inhabitants of the **Vhnori** homeworld. Araya was a beneficiary of the Vhnori transference ritual. (*Starship Log*: 'Emanations' [VOY]) **SEE FILES 18, 71**



Garan, Hatil

A **Vhnori** male. Hatil decided not to undergo the Vhnori transference ritual to the **Next Emanation** after hearing **Harry Kim**'s reports about that afterlife dimension. (*Starship Log*: 'Emanations' [VOY]) **SEE FILES 18, 71**

▶ **Hatil decided that he would rather live out his natural life than end it prematurely.**

Garanian bolites

Tiny, harmless, but irritating creatures sometimes used in practical jokes to cause itching. (*Starship Log*: 'A Man Alone' [DS9]) **SEE FILE 70**

Garans

A race of **Delta Quadrant** humanoids. The **EMH** of the **U.S.S. Voyager** beamed down to assist the Garans in 2370. (*Starship Log*: 'Macrocosm' [VOY]) **SEE FILES 18, 56, 71**

Garcia, Henry

An unemployed person living in San Francisco's **Sanctuary District** between 2022 and 2024. (*Starship Log*: 'Past Tense', Part II [DS9]) **SEE FILES 7, 70**

Garenor

This species was eradicated, along with their homeworld, by the **temporal incursion weapon** of **Annorax**. A subsequent anomalous temporal reading in the shockwave alerted Annorax to the existence of the **U.S.S. Voyager**. (*Starship Log*: 'Year of Hell' [VOY]) **SEE FILES 18, 71**

garili tree

A blooming tree found on the **Vhnori** homeworld. (*Starship Log*: 'Emanations' [VOY]) **SEE FILE 71**

Gariman Sector

A region of **Federation** space surveyed by the **U.S.S. Enterprise NCC-1701-D** in 2369. (*Starship Log*: 'Rightful Heir' [TNG]) **SEE FILES 3, 69**

Garin

Scientist on duty in the planetary emergency center at the time the **U.S.S. Enterprise NCC-1701-D** attempted to return **Bre'el IV**'s moon to its orbit. (*Starship Log*: 'Deja Q' [TNG]) **SEE FILE 69**



Garland, Faith

WAC medical officer, stationed at Wright Field, who formed part of an investigation studying an alien crash near Roswell, New Mexico, in 1947. She helped **Quark**, **Nog** and **Rom** return to the 24th century after their shuttle crashed. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 44, 70**

▶ **Nurse Faith Garland helped three Ferengi to escape from the U.S. Army and return to the time period where they belonged. The 20th century soldiers believed the visitors to be Martians.**

garlanic tree

Wood that comes from this tree, a native of the **Elaysian** homeworld, is often used to make walking sticks and canes. (*Starship Log*: 'Melora' [DS9]) **SEE FILES 58, 70**

garlic soup

A bouillon cooked using the bulb of the *Allium sativum* plant of Earth. **Doc Brown**, **Tom Paris**'s childhood pediatrician, often brought a pot of his homemade recipe on house calls. (*Starship Log*: 'Cathexis' [VOY]) **SEE FILES 7, 43, 71**

garnesite

A coal-like rock that can be used as a campfire fuel. **Neelix** and **Paris** used garnesite in the **'Planet Hell'** caves to create heat and light, and to conserve their beacon cells. (*Starship Log*: 'Parturition' [VOY]) **SEE FILES 4, 19, 71**